Phonological Awareness

Phoneme Matching

Sound Snacker – Sound Smacker

Objective
The student will match initial phonemes in words.

Materials
- Construction paper
  Make two “faces” – one happy and one sad.
  Label the happy face “Sound Snacker” (target sound) and label the sad face “Sound Smacker.”
- Two plastic containers, baskets, or trash cans with swinging lids
  Attach a face to the front of each container.
- Initial sound picture cards (Activity Master PA.026.AM1a - PA.026.AM1b)
  Choose a target picture (e.g., monkey) and attach it to the “Sound Snacker” container.
- Non-target initial sound picture cards (Activity Master PA.026.AM2)

Activity
Students sort objects by initial sounds into containers.
1. Place the sorting containers and picture cards face down in a stack at the center.
2. Taking turns, students select the top card, name it, and say its initial sound (e.g., “moon, /m/”).
   Determine if initial sound matches target sound (i.e., /m/).
3. If it matches, place picture card in Sound Snacker container. If it does not match, place in Sound Smacker container.
4. Continue until all picture cards are sorted.
5. Peer evaluation

Extensions and Adaptations
- Use target and non-target initial sound objects.
- Use final and medial target and non-target sound objects.
- Sort objects that do and do not have the same rime.
initial sound picture cards: monkey, mice, mat, motorcycle, moon, mirror
initial sound picture cards: mitten, mop, marble, mask, moose, milk
non-target initial sound picture cards: flower, pie, crayon, fox, lion, table